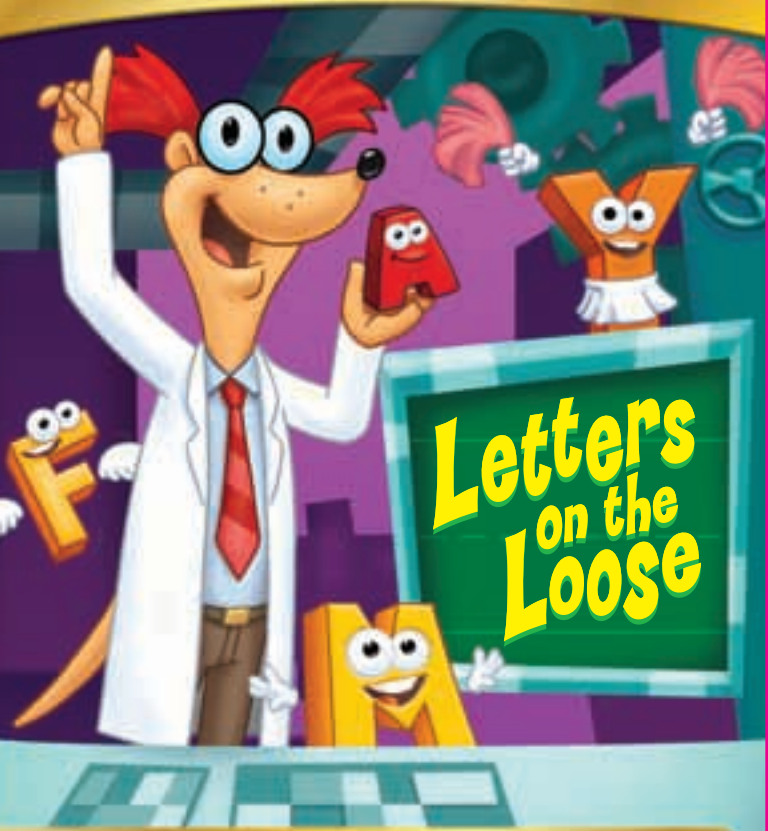
LEAPSTER L-MAX

LEARNING GAME SYSTEM



Parent Guide

www.leapfrog.com

This guide contains important information.
Please keep it for future reference.

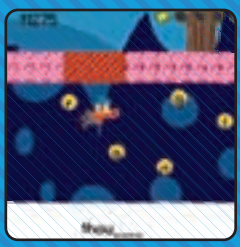
LEAPSTER™

LEARNING GAME SYSTEM

Visit LeapsterWorld.com

You'll find fun surprises, great games, tips & tricks, and more for the LEAPSTER and LEAPSTER L-MAX™ learning games systems at LeapsterWorld!

Use the secret codes you've earned in some LEAPSTER and LEAPSTER L-MAX games to unlock secret prizes on www.leapsterworld.com!



TIPS & TRICKS

Want to know how to access secret content or improve your scores? Go to www.leapsterworld.com for Tips & Tricks!

NEW GAMES

Find out about the newest LEAPSTER L-MAX and LEAPSTER games!

Madagascar TM & © 2005 DreamWorks Animation L.L.C.
Published under license from Activision Publishing, Inc

Letters on the Loose

Wacky Professor Quigley makes learning about letters fun! Twenty-six playful games at the Letter Factory and an interactive letter book help your child learn more about letter names, letter writing, and letter-sound relationships. Plug into the TV for more alphabet fun!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The LEAPSTER L-MAX™ handheld will store the game information for one player. To remove or replace the player, touch the "X" button on the screen.

3 Many Ways to Play

Letters on the Loose offers your child more than 26 exciting letter games that can be played on the go or on the TV—and when you plug the LEAPSTER L-MAX™ Learning Game System into the TV, you can unlock even more learning fun!

Touch an icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight icons, then press the "A" button to select. To skip the intro movie, touch the screen with the stylus or press the "A" button.

To turn off the background music, touch the music note. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

LEAP FROG

LEAPSTER L-MAX

LEARNING GAME SYSTEM

Coming Fall 2005!

Check out the ever-growing LEAPSTER L-MAX Learning Game System Library!

TM & © 2005 MARVEL. This LEAPSTER L-MAX title is produced under MARVEL license.

©2005 Viacom International Inc. Created by Stephen Hillenburg

©2005 Viacom International Inc. All Rights Reserved.

Madagascar TM & © 2005 Dreamworks Animation LLC. Published under license from Activision Publishing.

Learning Videos

Available now on DVD!

All titles and products may not be available in all markets.

Alphabet Knowledge

Knowing the letters of the alphabet is the first step toward learning to read and write. Through engaging experiences with letters and words, children build a repertoire of letters they can name, letters they can write, and words they can read—with this growing knowledge they begin to understand how text is read and understood.

How a Tutorial Works

The goal of a tutorial is to offer children a strategy for breaking down a skill into smaller parts. A tutorial is activated when the player presses the Hint button or gets a number of incorrect answers. Simple prompts provide examples of letters or give players clues.

Preserve Your Child's First Letters

In *Letters on the Loose*, children learn to write their first letters. Like first steps, the first time your child writes letters is a momentous event. You can preserve this achievement by connecting your LEAPSTER L-MAX to the TV and recording the experience on a blank VHS tape. Just connect the LEAPSTER L-MAX to the TV, connect your VCR to the TV, insert a blank VHS tape, and press record. Flip through the on-screen letter book page-by-page by touching the stylus to the directional arrows in the corner of the screen. The VCR will record the pages as they flip.

Alphabet Microgames

HOW TO PLAY

Urgent! Websley needs a Talking ABC Book right away! What can Professor Quigley do? Watch the Letter Factory come to life with flying letter Fs and jumping letter Js. Twenty-six engaging games challenge players. Each game presents a new challenge. Players listen for clues, watch and repeat patterns, move through mazes, find hidden letters and more. Simple prompts guide players to complete each game successfully. Pay attention at the start of each game for instructions on how to play. Players are awarded stars for speed or correct answers. Can players get all the letters in time? Will the book be ready for Websley? How many stars can you get?

WHAT'S BEING TAUGHT?

Letter Knowledge: The ability to recognize the letters of the alphabet and their related sounds. Players explore letters, letter names and letter sounds.

WHY IS THAT IMPORTANT?

Young children need many different experiences with letters. The ability to quickly recognize and name letters and their sounds is one of the best early indicators for reading achievement. Knowing letter names helps young children more easily learn many letter-sound relationships. Identifying the letter *b*, for example, can remind children that the letter *b* makes the /b/ sound as in *big*. Children who can recognize most letters with confidence have an easier time learning letter sounds and word spellings. When decoding, they can spend more time on important decoding strategies.

Try This at Home:

Reinforcing letters and their sounds

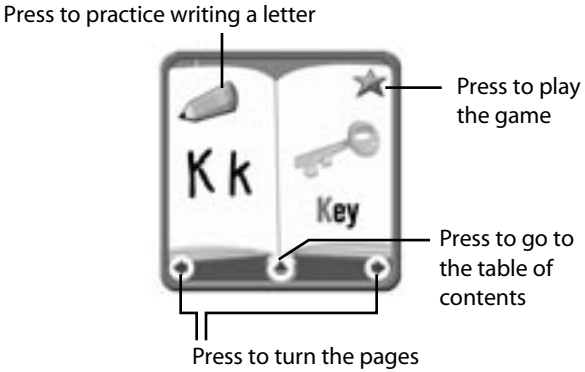
- **Using chalk, make a path of alphabet letters from A to Z on the sidewalk. Have your child walk along the path, reciting each letter name as he or she steps on it.**
- **Walk around the house or around the neighborhood and point out objects or people whose names start with a particular letter of the alphabet.**

Letter Writing Game/ Letter Book

HOW TO PLAY

Professor Quigley knows his letters. Just watch him write letters on his special chalkboard. When plugged into the TV, players watch how to form letters on the TV screen and then practice writing letters on the handheld. Visual clues help guide emergent writers to form each letter of the alphabet. Then the letter slides back up to the screen into Professor Quigley's chalkboard. Great job! It's a perfect letter to include in the player's own ABC book.

Revisit the letter book again and again to practice letter writing and play letter games.


Press to practice writing a letter
Press to play the game
Kk
Key
Press to go to the table of contents
Press to turn the pages

WHAT'S BEING TAUGHT?

Letter Writing: Players practice writing both uppercase and lowercase letters. With the pen, they can touch words on a page to hear words read aloud and listen for beginning letter sounds.

WHY IS THAT IMPORTANT?

Learning letters is an important skill for beginning writers. Children need to know that there are twenty-six letters of the alphabet and how to form each one. They must be able to distinguish one letter from another. As children explore letters, they begin to see similarities and differences between letters. Some letters are tall, some are short. Some have sticks, and some have balls. Following the correct letter stroke order helps ensure each letter is written correctly. Activities such as *The Letter Book* offer a meaningful context to draw children's attention to letters and how they are formed. Each page of the letter book invites children to name the letters, draw the letters, and 'read' words that begin with the featured letter. The dual screen gives parents immediate insight about what their child knows and can do.

Try This at Home:

Reinforcing letter writing

Use silly surfaces to practice writing letters or words! Cover part of your bathtub tile with shaving cream and then make letters in the foam. Practice writing letters while playing in the sandbox or on the beach. Cover the bottom of a baking dish with chocolate pudding. Write some letters, lick your fingers , smooth the pudding, and then write some more!

Unlock More Learning on the TV!

Letters on the Loose **is designed for on-the-go or on-the-TV learning. Plug your LEAPSTER L-MAX™ Learning Game System into the TV and share your letters with everyone in the room! When played on the TV, players will have access to an extra letter game!**

Alphabet Game

HOW TO PLAY

When you plug the LEAPSTER L-MAX™ Learning Game System into your TV, there's a BONUS game! It's Quigley's turn to collect all of the letters in the alphabet. Up, up he goes. Players guide Quigley through the Letter Factory to grab as many uppercase or lowercase letters as possible.

WHAT'S BEING TAUGHT?

Letter Knowledge: Players identify, name, and differentiate uppercase and lowercase letters.

WHY IS THAT IMPORTANT?

Children need to be familiar with the alphabet before they progress to more formal phonics instruction. They need to identify letters, form letters, and learn the order of letters. Drawing attention to letters in a variety of contexts makes learning letters of the alphabet meaningful and fun. As children search for letters with Quigley, they are reinforcing what they know about text.

U. S. /Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: http://www.leapfrog.com/support, or our Canada Consumer Support Web site at: http://lfcanada.custhelp.com, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327) Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: http://leapfroguk.custhelp.com, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog® product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules -- If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state and country to country.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

LEAPFROG, the LeapFrog logo, LETTER FACTORY, TALKING WORDS FACTORY, MATH CIRCUS, LEAPSTER and LEAPSTER L-MAX are registered trademarks or trademarks of LeapFrog Enterprises, Inc. Copyright © 2005 LeapFrog Enterprises, Inc., All rights reserved.